

# Impact Crater Detection on Mars Digital Elevation and Image Model

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# Outline

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- Problem Definition
- Overview of the Algorithm
- Crater Detection
  - Scale Invariant Feature Transform
  - Multi Population Genetic Algorithm
- Basin Detection
  - Drainage Network Extraction
- Crater Verification
- Experiments & Results

# Problem Definition

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- The extraction of Martian impact craters.
- Two different datasets. ( Optical, Elevation )

(A)



(B)

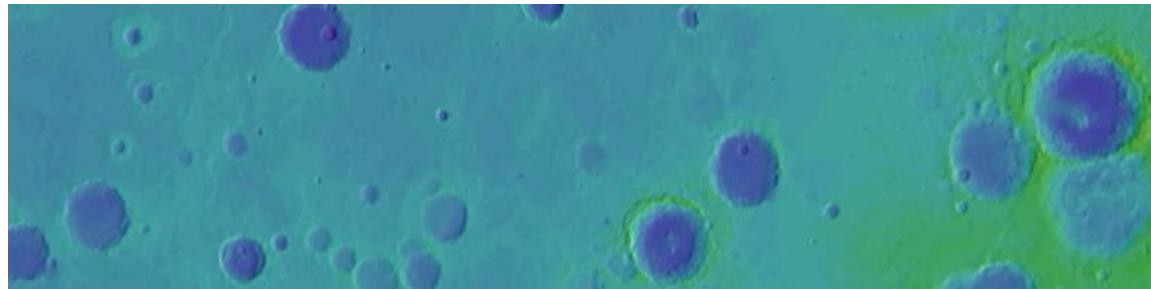


Figure 1 : (A) Image acquired from Mars Digital Image Mosaic (B) from Mars Orbital Laser Altimeter, both acquired on 0.15° West, 9.36° North, 14.46° East, 12.67° South.

# Overview of the Algorithm

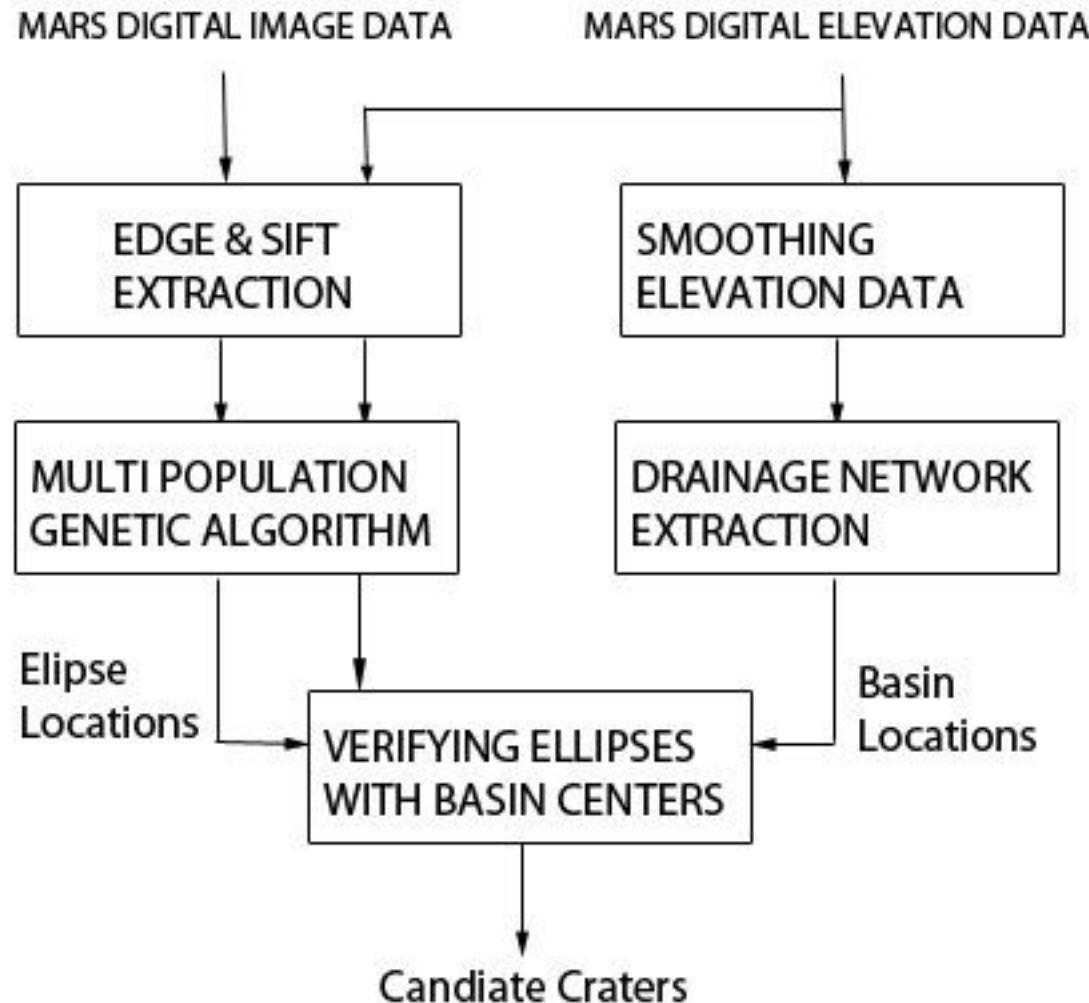


Figure 2: Architecture of the System developed.

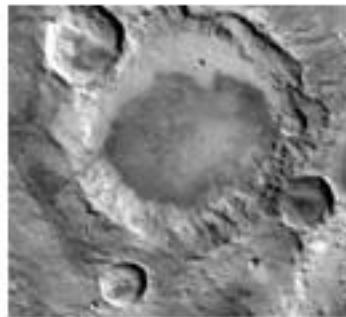
# Crater Detection

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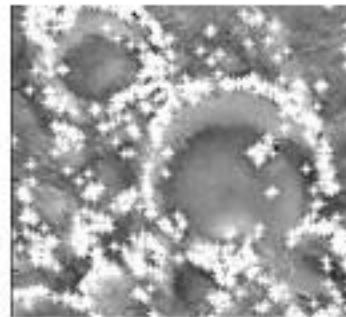
- Crater rims are represented as ellipses.
- Ellipse representation is problematic.
  - Degradation of craters due to erosional processes.
- Two stages of solution :
  - SIFT + Edge point detection
  - Multi-Population Genetic Algorithm

# Scale Invariant Feature Transform

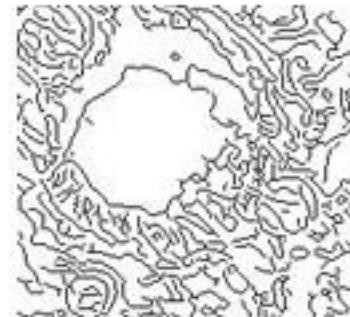
- Proposed by Lowe [1].
- Transform into collection of feature vectors that are invariant to
  - Scaling , rotation & Illumination changes.
- Good localization on crater rims :



(A)



(B)

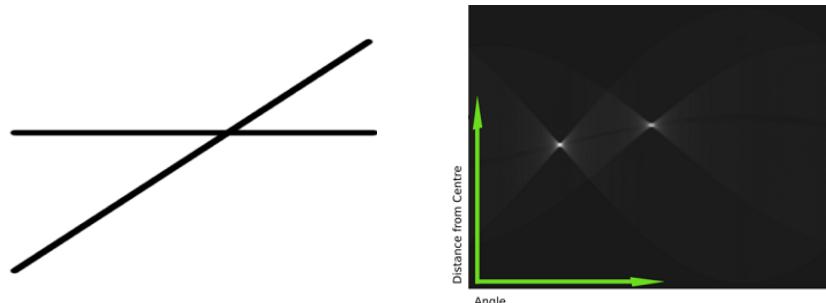


(C)

Figure 3: (A) Optical data obtained from Mars surface (B) SIFT features highlighted (C) Edges extracted by canny edge detector

# Ellipse Detection Algorithms

- Literature of Martian Impact Crater Detectors use Hough Transform based methods.
- Hough Transformation (HT) :
  - Image space to parameter space



- Parameter space grows exponentially along with number of parameters.
  - Appropriate for simple primitives such as lines.
  - Huge complexity for ellipse detection.

# Ellipse Detection Algorithms

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- Randomized Hough Transform (RHT) :
  - A solution to the complexity problem of HT.
  - Randomly sample a number of points.
  - Calculate subset of parameter space.
  - Randomness can be traded with Accuracy.
- A blind search on parameter space.
  - No feedback information from the ellipses.

# Ellipse Detection Algorithms

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- Genetic Algorithm (GA) :
  - Solution to the problems associated with RHT.
    - Evolve solutions using the feedback of their fitness.
  - Find an approximate solution to the optimization problems.
  - Sketch of the Algorithm
    - Until Convergence
    - Evolve the solutions to find fittest one.
    - Evolution : Mutation & Crossover.
  - Globally optimal ellipse ?
    - We prefer multiple locally optimal ellipses.

# Ellipse Detection Algorithms

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- Generalize GA to find multiple local optimas.
- Sharing Genetic Algorithm (SGA) :
  - Fitness of similar individuals is shared.
  - Search is guided towards uninhabitat areas.
  - Locally optimal ellipses are promoted.
- Multi-Population Genetic Algorithm (MPGA) :
  - A number of ‘islands’ that can communicate.
  - Better performance on ellipse detection [2].

# Multi-Population Genetic Algorithm

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- Multiple populations promote local optima search.
- Sketch of the algorithm.
  - Evolve a number of solutions (ellipses ).
  - Each solution lives on closest island.
  - No island close enough ?
    - An individual (ellipse) can create her own island.
  - Input : SIFT features + Edges
  - Output : Ellipses

# Multi-Population Genetic Algorithm

- An iteration of MPGA :

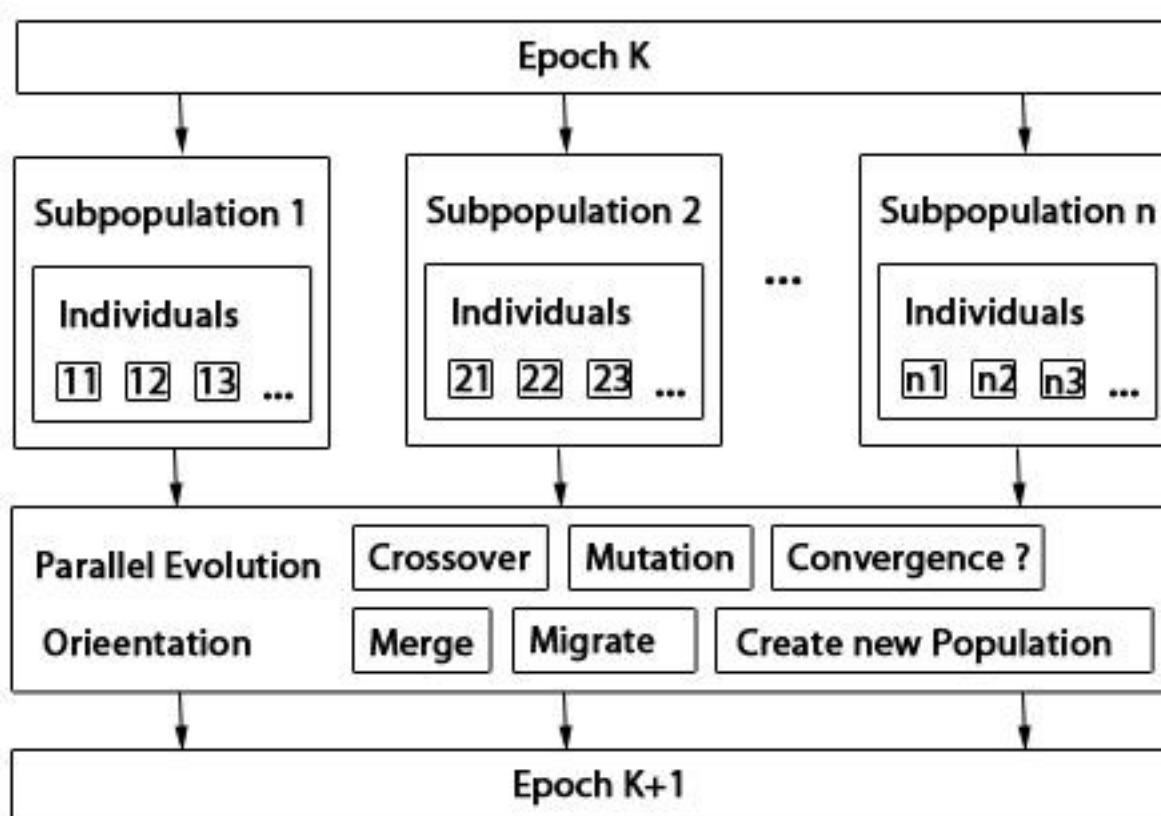
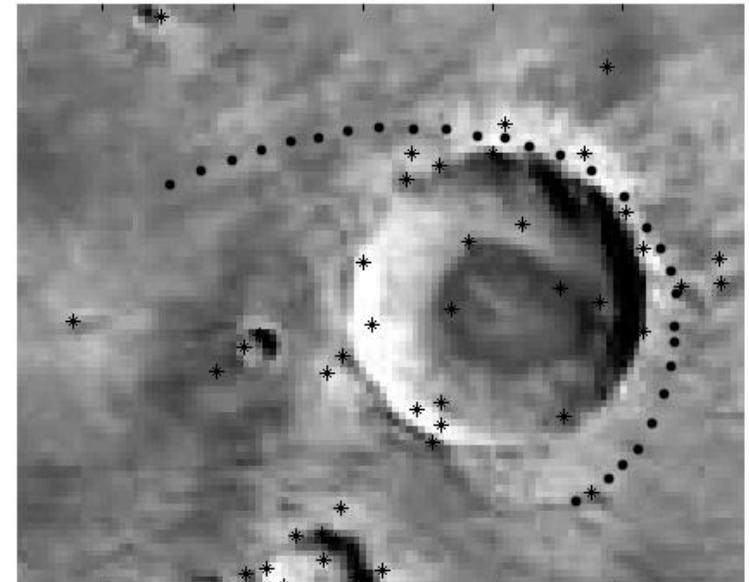


Figure 4: One iteration of Multi-Poulation Genetic Algorithm

# Multi-Population Genetic Algorithm

- How to represent an individual solution ?
  - Directly by parameters of ellipse [3]
    - Search towards non-existent ellipses.
  - The minimal number of points that are able to characterize an ellipse [2].
    - Five keypoints are enough.

Figure 5: An individual which represents an ellipse determined by five SIFT keypoints.



# Multi-Population Genetic Algorithm

- How to evaluate the fitness of an individual.
  - Match the template of ellipse around edges [2].
    - For Martian impact crater detection : Edges do not clearly distinguish craters.

$$f_1 = \sum_{x,y} \max_{\forall i,j} [E(x+i, y+j) - \frac{1}{c}(|i| + |j|)]$$

where  $E(x, y) = \begin{cases} 1 & \text{if } Image(x, y) \text{ is an edge pixel} \\ 0 & \text{Otherwise} \end{cases}$

- In our implementation SIFT features are also used when template is matched around the solution.
  - Weight of an edge response is lower than a SIFT feature.

$$f_2 = w_1 f_1 + w_2 \sum_{x,y} \max_{\forall i,j} [S(x+i, y+j) - \frac{1}{c}(|i| + |j|)]$$

# Multi-Population Genetic Algorithm

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- Merging of Subpopulations :
  - Necessary to prevent replication.
  - How to measure distance between populations ?
    - Measure the distance between individuals.
  - How to merge populations.
    - Take the first half of the fittest individuals.
    - The number of individuals are decreased.
      - Produce random individuals to protect the balance.

# Multi-Population Genetic Algorithm

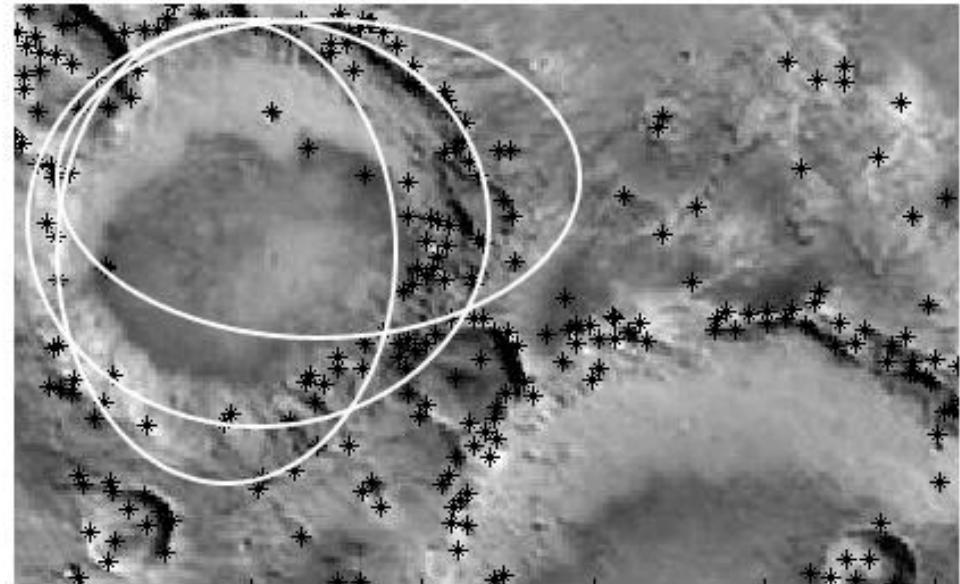
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- Each individual lives on matching island.
  - Migration :
    - Choose the closest population.
  - Splitting :
    - Create new population when no population is close.
- Evolution : finding the fittest individuals.
  - Crossover :
    - Mate the individuals, produce offsprings, keep fittest.
  - Mutation :
    - Randomly change the chromosome of the individual.
      - Low priority.
      - Inspired by evolutionary biology.

# Multi-Population Genetic Algorithm

- Uniform crossover is implemented which exchanges the points determining ellipses (individuals).

Figure 6: Uniform crossover operation over two individuals P<sub>1</sub> and P<sub>2</sub> which produces the offspring O<sub>1</sub>



|                |           |           |           |           |           |
|----------------|-----------|-----------|-----------|-----------|-----------|
| P <sub>1</sub> | (x11,y11) | (x12,y12) | (x13,y13) | (x14,y14) | (x15,y15) |
| P <sub>2</sub> | (x21,y21) | (x22,y22) | (x23,y23) | (x24,y24) | (x25,y25) |
| O <sub>1</sub> | (x11,y11) | (x12,y12) | (x23,y23) | (x24,y24) | (x15,y15) |

# Basin Detection

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- Need to determine the locations of basins to verify craters extracted.
- The drainage networks must be extracted from digital elevation data.
- Two solutions :
  - Hydrological approaches.
    - Depends on flow accumulation.
  - Morphological approaches.
    - Depends on shape of the basins.

# Basin Detection

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- Hydrological approach is chosen since impact craters are topographic basins.
  - When subject to enough rain, they become lakes.
- Two well-known hydrological approach :
  - Deterministic 8 (D8) [4]
    - Simulate the water on each cell flowing through lower elevation of highest slope in adjacent eight cells.
    - What happens on planar areas ?
      - Divergent flow.

# Basin Detection

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- Multiple flow direction model (MFDM) [5] :
  - Water in each cell flows through all lower elevation cells.
  - The distribution of the water is given by :

$$d_i = \frac{\max_8 0, S_i^w}{\sum_{j=1}^8 \max 0, S_j^w}$$

- Where  $S_i$  is the slope of the adjacent cell, and  $w$  is the exponent determining weight.

# Basin Detection

- We have adapted MFDM on Mars Digital elevation data (MDEM) :

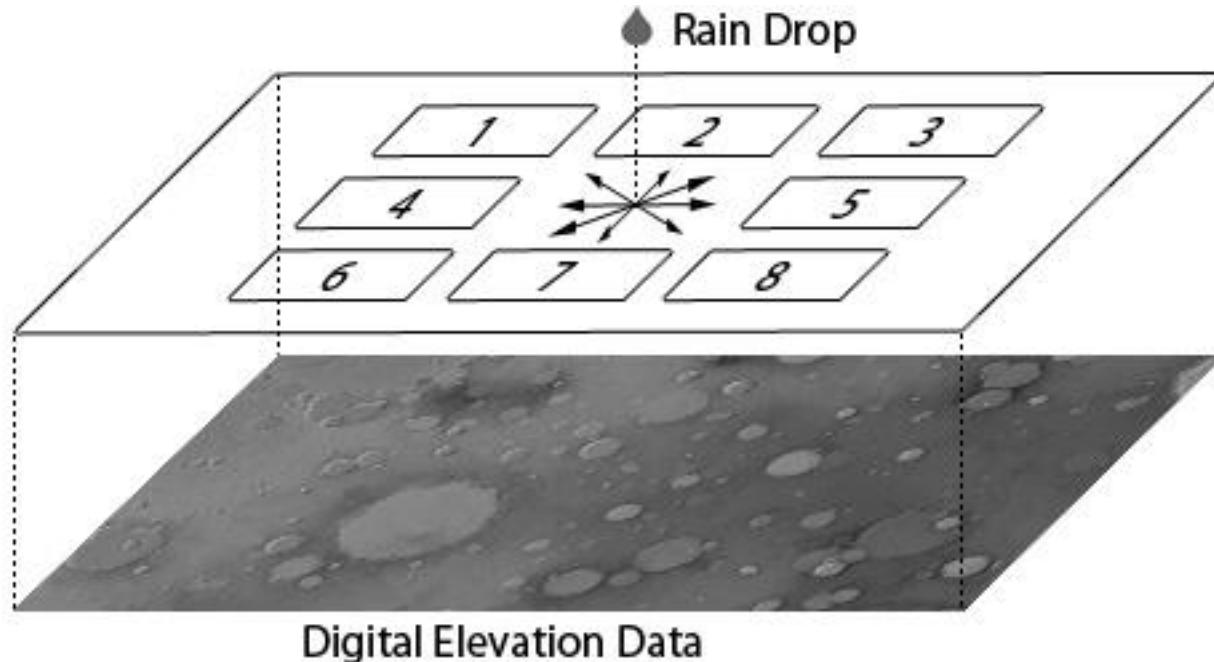


Figure 7: Sink source detection on Mars Digital Elevation Model

# Crater Verification

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- Need to merge the two result set :
  - Ellipses extracted from MDIM & MDEM
  - Basins extracted from MDEM.
- The ratio of the area of basins under ellipses and the area of ellipse is thresholded.
- Need to exclude duplicates.
  - The overlapping area of each pair of ellipses are compared to the area of the biggest one.

# Experiments & Results

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- Input Data : Digital Elevation and Image
- Available at NASA Web Map Server.
  - <http://onmars.jpl.nasa.gov/>
- Test Site
  - Heavily Cratered.
  - Craters are degraded.
  - Bounding Box : 7.42' , -18.42', 172.02' , -7.58'

# Experiments & Results

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- The Metrics used for assessing quality.
  - Proposed by [6]

$$Detection = \frac{100TP}{TP + FN}$$

$$Branching = \frac{FP}{TP}$$

$$Quality = \frac{100TP}{TP + FP + FN}$$

- TP : True Positives
- FP : False Positives
- FN : False Negatives

# Experiments & Results

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- Results for current algorithms :

|        | D   | B    | Q   | Test Site  | Ref.    |
|--------|-----|------|-----|------------|---------|
| Bue    | 74% | 0.29 | 61% | Nontrivial | (Bue07) |
| Barlow | 75% | 0.00 | 75% | Nontrivial | (Bar88) |
| Barata | 64% | 1.65 | 31% | Nontrivial | (Bar04) |
| Kim    | 88% | 0.15 | 78% | Trivial    | (Kim05) |

- Kim uses test sites that do not involve deformed craters.
- Barlow Catalog is manually prepared.

# Experiments & Results

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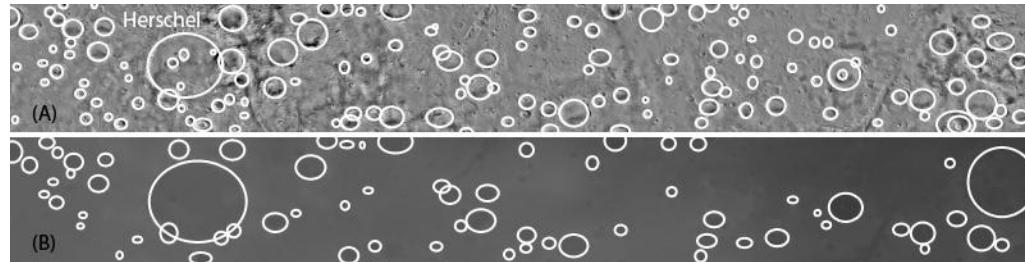
- Results for the algorithm we have proposed:
  - Detection = 73%
    - Close to best performing Algorithm.
  - Branching = 0.26
    - Best Branching Factor in the literature.
  - Quality = 61%
    - Close to best performing Algorithm.

# Conclusion & Future Work

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- Developed Flexible & Robust algorithm.
  - Flexible : Fitness function of MPGA can be improved.
  - Robust : Experiments have shown improvements.
- Future Work :
  - Curvature values could be incorporated into fitness evaluation of a crater.

Figure 8: Craters detected around famous Herschel crater.



# References

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Thank you for your attention.  
Any questions ?